Character Sheet Collection

for Cyberpunk 2013 & 2020

CONTENTS

Official Character Sheets for:
Cyberpunk 2013
Cyberpunk 2020
Near Orbit
2020 Character Dossier

Fast and Dirty Expendables for:
2020 & 2020 Character Dossier

The Maximum Metal ACPA Sheet

2013 Friday Night Firefight Sheets:
Black Border Ver.
White Border Ver.

Netrunning & Deck Sheets:
2013 and 2020 Versions

All three Protect & Serve
Police Prop Sheets

CyberPunk

The roleplaying game of the Dark Future

Handle

Stats: Roll 6 D10 +30 or 9D10. Max is 10, min is 2 for each skill

- INT
- TECH
- REF
- COOL
- LUCK
- ATT
- EMP
- MA
- BODY — Type
- **Run** — RUN= 4 x MA
- **Leap** — LEAP=Run /10
- **Throw** — THROW=BODY x3
- **Lift** — LIFT=Carry x 4
- **Carry** — Carry=BODY x 5 kg

SEX

ROLE

AGE

OUTFIT

Starting Characters begin with $2000.00

Gear & Programs	Cost

Cyberpunk Near Orbit

HANDLE

VISUAL READOUT

ROLE | **SEX** | **AGE** | **RAD LVL**

STATS
ROLL 6D10 +30 or 9D10. Max is 10 per stat, Min is 2 per stat.

INT **TECH** **REF**

COOL **LUCK** **ATT**

EMP **MA** **BODY**

BODY TYPE

Run **Leap** **Throw**

RUN= 4 x MA LEAP=Run/10 THROW=BODY x 3

Carry **Lift**

CARRY=BODY x 5KG LIFT=CARRY x 4

Aggressiveness

HIGH, MEDIUM or LOW?

Competence

HIGH, MEDIUM or LOW?

CYBERWARE	HC
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

SKILLS	LVL	IP
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

Description, Glitches, etc.

OUTFIT

HANDLE

ROLE ☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐Nomad ☐ Fixer ☐ Cop ☐ Corp ☐ Techie ☐ Medtechie

CHARACTER POINTS

CYBERPUNK

DRAWING OF CHARACTER

STATS

INT [ ] REF [/] TECH [ ] COOL [ ]
ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [/] Run [ ] Leap [ ] Lift [ ]

Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						

SAVE **BTM**

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Stun -0	Stun -1	Stun -2	Stun -3	Stun -4
MORTAL 2	**MORTAL3**	**MORTAL4**	**MORTAL 5**	**MORTAL 6**
Stun -5	Stun -6	Stun -7	Stun -8	Stun -9

SKILLS Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [ ] box.

SPECIAL ABILITIES
Authority [ ]
Charismatic Leadership [ ]
Combat Sense [ ]
Credibility [ ]
Family [ ]
Interface [ ]
Jury Rig [ ]
Medical Tech [ ]
Resources [ ]
Streetdeal [ ]

ATTR
Personal Grooming [ ]
Wardrobe & Style [ ]

BODY
Endurance [ ]
Strength Feat [ ]
Swimming [ ]

COOL/WILL
Interrogation [ ]
Intimidate [ ]
Oratory [ ]
Resist Torture/Drugs [ ]
Streetwise [ ]

EMPATHY
Human Perception [ ]
Interview [ ]
Leadership [ ]
Seduction [ ]
Social [ ]
Persuasion & Fast Talk [ ]
Perform [ ]

INT
Accounting [ ]
Anthropology [ ]
Awareness/Notice [ ]
Biology [ ]
Botany [ ]
Chemistry [ ]
Composition [ ]
Diagnose Illness [ ]
Education & Gen.Know [ ]
Expert_____ [ ]
Gamble [ ]
Geology [ ]
Hide/Evade [ ]
History [ ]
Language_____ [ ]
Language_____ [ ]
Language_____ [ ]
Library Search [ ]
Mathematics [ ]
Physics [ ]
Programming [ ]
Shadow/Track [ ]
Stock Market [ ]
System Knowledge [ ]
Teaching [ ]
Wilderness Survival [ ]
Zoology [ ]

REF
Archery [ ]
Athletics [ ]
Brawling [ ]
Dance [ ]
Dodge & Escape [ ]
Driving [ ]
Fencing [ ]
Handgun [ ]
Heavy Weapons [ ]
Martial Art 1_____ [ ]
Martial Art 2_____ [ ]
Martial Art 3_____ [ ]
Melee [ ]
Motorcycle [ ]
Operate Hvy. Machinery [ ]
Pilot (Gyro) [ ]
Pilot (Fixed Wing) [ ]
Pilot (Dirigible) [ ]
Pilot (Vect.Thrust Vehicle) [ ]
Rifle [ ]
Stealth [ ]
Submachinegun [ ]

TECH
Aero Tech [ ]
AV Tech [ ]
Basic Tech [ ]
Cryotank Operation [ ]
Cyberdeck Design [ ]
CyberTech [ ]
Demolitions [ ]
Disguise [ ]
Electronics [ ]
Elect. Security [ ]
First Aid [ ]
Forgery [ ]
Gyro Tech [ ]
Paint or Draw [ ]
Photo & Film [ ]
Pharmaceuticals [ ]
Pick Lock [ ]
Pick Pocket [ ]
Play Instrument [ ]
Weaponsmith [ ]

Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]

REP [ ]
CURRENT IP [ ]
HUMANITY [ ]

CYBERNETICS

Type	HL	Cost
Total HL and Euro Costs		

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LIFEPATH, GEAR & WEAPONS

LIFEPATH

Style

Clothes _____

Hair _____

Affectations _____

Ethnicity _____

Language _____

Family Background

 # Siblings ♂☐ ♀☐

Motivations

Traits _____

Valued Person _____

Value Most _____

Feel About People _____

Valued Posession _____

Life Events One event for each year after age 16

YEAR	

GEAR

Type	Cost	Wt

WEAPONS

Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel

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Cyberpunk

Handle _____

Player _____

Vital Statistics

Role	
Character Points	
Rep	
Current IP	
Humanity	

Stats

INT	___	**MA**	___
REF	/___	**BODY**	___
TECH	___	**EMP**	/___
COOL	___	**Run**	___
ATTR	___	**Leap**	___
LUCK	___	**Lift**	___

Hit Location	Roll	Armor SP
Head	1	
Torso	2-4	
R. Arm	5	
L. Arm	6	
R. Leg	7-8	
L. Leg	9-0	

Save _____ **BTM** _____

Wounds

Rating	Damage	Effects
Light	○○○○	Stun=0
Medium	○○○○	Stun=-1
Critical	○○○○	Stun=-2
Mortal**0**	○○○○	Stun=-3
Mortal**1**	○○○○	Stun=-4
Mortal**2**	○○○○	Stun=-5
Mortal**3**	○○○○	Stun=-6
Mortal**4**	○○○○	Stun=-7
Mortal**5**	○○○○	Stun=-8
Mortal**6**	○○○○	Stun=-9

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SKILLS

LIST SKILL POINTS IN SPACE AT RIGHT. MARK CHIPPED SKILLS IN THE SPACE TO THE LEFT OF THE SKILL.

SPECIAL ABILITIES ___
- ○ Authority ___
- ○ Charismatic Leadership ___
- ○ Combat Sense ___
- ○ Credibility ___
- ○ Family ___
- ○ Interface ___
- ○ Jury Rig ___
- ○ Medical Tech ___
- ○ Resources ___
- ○ Streetdeal ___
- ○ _____ ___

ATTR ___
- ○ Personal Grooming ___
- ○ Wardrobe & Style ___
- ○ _____ ___

BODY ___
- ○ Endurance ___
- ○ Strength Feat ___
- ○ Swimming ___
- ○ _____ ___

COOL/WILL ___
- ○ Interrogation ___
- ○ Intimidate ___
- ○ Oratory ___
- ○ Resist Torture/Drugs ___
- ○ Streetwise ___
- ○ Other ___

EMPATHY ___
- ○ Human Perception ___
- ○ Interview ___
- ○ Leadership ___
- ○ Seduction ___
- ○ Social ___
- ○ Persuasion & Fast Talk ___
- ○ Perform ___
- ○ _____ ___

INT ___
- ○ Accounting ___
- ○ Anthropology ___
- ○ Awareness/Notice ___
- ○ Biology ___
- ○ Botany ___
- ○ Chemistry ___
- ○ Composition ___
- ○ Diagnose Illness ___
- ○ Education & Gen.Know ___
- ○ Expert _____ ___
- ○ Gamble ___
- ○ Geology ___
- ○ Hide/Evade ___
- ○ History ___
- ○ Language _____ ___
- ○ Language _____ ___
- ○ Language _____ ___
- ○ Library Search ___
- ○ Mathematics ___
- ○ Physics ___
- ○ Programming ___
- ○ Shadow/Track ___
- ○ Stock Market ___
- ○ System Knowledge ___
- ○ Teaching ___
- ○ Wilderness Survival ___
- ○ Zoology ___
- ○ _____ ___

REF ___
- ○ Archery ___
- ○ Athletics ___
- ○ Brawling ___
- ○ Dance ___
- ○ Dodge & Escape ___
- ○ Driving ___
- ○ Fencing ___
- ○ Handgun ___
- ○ Heavy Weapons ___
- ○ M. Art 1 _____ ___
- ○ M. Art 2 _____ ___
- ○ M. Art 3 _____ ___
- ○ Melee ___
- ○ Motorcycle ___
- ○ Operate Hvy. Machinery ___
- ○ Pilot (Gyro) ___
- ○ Pilot (Fixed Wing) ___
- ○ Pilot (Dirigible) ___
- ○ Pilot (Vector Thrust) ___
- ○ Rifle ___
- ○ Stealth ___
- ○ Submachinegun ___
- ○ _____ ___

TECH ___
- ○ Aero Tech ___
- ○ AV Tech ___
- ○ Basic Tech ___
- ○ Cryotank Operation ___
- ○ Cyberdeck Design ___
- ○ CyberTech ___
- ○ Demolitions ___
- ○ Disguise ___
- ○ Electronics ___
- ○ Elect. Security ___
- ○ First Aid ___
- ○ Forgery ___
- ○ Gyro Tech ___
- ○ Paint or Draw ___
- ○ Photo & Film ___
- ○ Pharmaceuticals ___
- ○ Pick Lock ___
- ○ Pick Pocket ___
- ○ Play Instrument ___
- ○ Weaponsmith ___
- ○ _____ ___
- ○ _____ ___
- ○ _____ ___
- ○ _____ ___
- ○ _____ ___
- ○ _____ ___
- ○ _____ ___
- ○ _____ ___
- ○ _____ ___
- ○ _____ ___
- ○ _____ ___

Cybernetics

Type	HL	Cost	Type	HL	Cost

Outfit

Type of gear	Cost	Wt.	Type of gear	Cost	Wt.

Cash Assets _____ Carried _____

Weapons

Weapon	Type	WA	Conc.	Avail.	Dmg.	# Shots	ROF	Rel	Range

BACKGROUND

Life Events

List one event for each year after the age of 16

Year	Event

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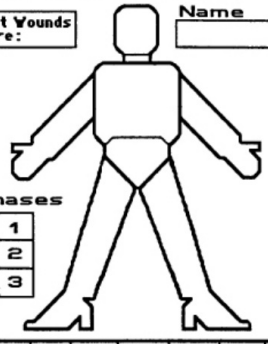
FRIDAY NIGHT FIREFIGHT™

List Wounds Here:

Name



Phases

1
2
3

Armor SP →	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

☐ INT
☐ REF
☐ CL
☐ MA x 4=
☐ BT

☐ CEM
Run Leg

Wound State	FW	SW	CW	MW	D

Skills
___ Pistol
___ Rifle
___ Awareness
___ Athletics
___ Martial Arts

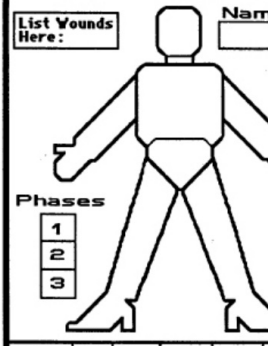
___ Melee ___ Brawling ___ Stealth

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

FRIDAY NIGHT FIREFIGHT™

List Wounds Here:

Name



Phases

1
2
3

Armor SP →	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

☐ INT
☐ REF
☐ CL
☐ MA x 4=
☐ BT

☐ CEM
Run Leg

Wound State	FW	SW	CW	MW	D

Skills
___ Pistol
___ Rifle
___ Awareness
___ Athletics
___ Martial Arts

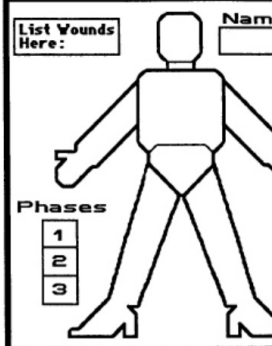
___ Melee ___ Brawling ___ Stealth

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

FRIDAY NIGHT FIREFIGHT™

List Wounds Here:

Name



Phases

1
2
3

Armor SP →	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

☐ INT
☐ REF
☐ CL
☐ MA x 4=
☐ BT

☐ CEM
Run Leg

Wound State	FW	SW	CW	MW	D

Skills
___ Pistol
___ Rifle
___ Awareness
___ Athletics
___ Martial Arts

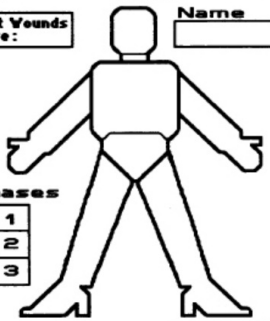
___ Melee ___ Brawling ___ Stealth

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

FRIDAY NIGHT FIREFIGHT™

List Wounds Here:

Name



Phases

1
2
3

Armor SP	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

☐ INT
☐ REF
☐ CL
☐ MA x 4=
☐ BT

☐ CEM

Run Leap

Wound State	FW	SW	CW	MW	D

Skills
___ Pistol
___ Rifle
___ Awareness
___ Athletics
___ Martial Arts

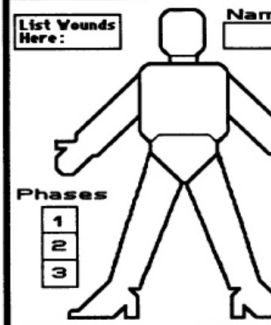
___ Melee ___ Brawling ___ Stealth

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

FRIDAY NIGHT FIREFIGHT™

List Wounds Here:

Name



Phases

1
2
3

Armor SP	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

☐ INT
☐ REF
☐ CL
☐ MA x 4=
☐ BT

☐ CEM

Run Leap

Wound State	FW	SW	CW	MW	D

Skills
___ Pistol
___ Rifle
___ Awareness
___ Athletics
___ Martial Arts

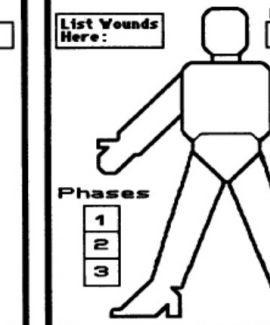
___ Melee ___ Brawling ___ Stealth

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

FRIDAY NIGHT FIREFIGHT™

List Wounds Here:

Name



Phases

1
2
3

Armor SP	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

☐ INT
☐ REF
☐ CL
☐ MA x 4=
☐ BT

☐ CEM

Run Leap

Wound State	FW	SW	CW	MW	D

Skills
___ Pistol
___ Rifle
___ Awareness
___ Athletics
___ Martial Arts

___ Melee ___ Brawling ___ Stealth

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

NAME **ROLE**

STATS

INT [ ] REF [/] TECH [ ] COOL [ ]
ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [/] Run [ ] Leap [ ] Lift [ ]

Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						

SAVE **BTM**

LIGHT	SERIOUS	CRITICAL	MORTAL 0	MORTAL 1
Stun=0	Stun=-1	Stun=-2	Stun=-3	Stun=-4

MORTAL 2	MORTAL 3	MORTAL 4	MORTAL 5	MORTAL 6
Stun=-5	Stun=-6	Stun=-7	Stun=-8	Stun=-9

Cybernetics

Special Ability

Skills

Possessions

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NAME **ROLE**

STATS

INT [ ] REF [/] TECH [ ] COOL [ ]
ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [/] Run [ ] Leap [ ] Lift [ ]

Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						

SAVE **BTM**

LIGHT	SERIOUS	CRITICAL	MORTAL 0	MORTAL 1
Stun=0	Stun=-1	Stun=-2	Stun=-3	Stun=-4

MORTAL 2	MORTAL 3	MORTAL 4	MORTAL 5	MORTAL 6
Stun=-5	Stun=-6	Stun=-7	Stun=-8	Stun=-9

Cybernetics

Special Ability

Skills

Possessions

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NAME **ROLE**

STATS

INT [ ] REF [/] TECH [ ] COOL [ ]
ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [/] Run [ ] Leap [ ] Lift [ ]

Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						

SAVE **BTM**

LIGHT	SERIOUS	CRITICAL	MORTAL 0	MORTAL 1
Stun=0	Stun=-1	Stun=-2	Stun=-3	Stun=-4

MORTAL 2	MORTAL 3	MORTAL 4	MORTAL 5	MORTAL 6
Stun=-5	Stun=-6	Stun=-7	Stun=-8	Stun=-9

Cybernetics

Special Ability

Skills

Possessions

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NAME **ROLE**

STATS

INT [ ] REF [/] TECH [ ] COOL [ ]
ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [/] Run [ ] Leap [ ] Lift [ ]

Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						

SAVE **BTM**

LIGHT	SERIOUS	CRITICAL	MORTAL 0	MORTAL 1
Stun=0	Stun=-1	Stun=-2	Stun=-3	Stun=-4

MORTAL 2	MORTAL 3	MORTAL 4	MORTAL 5	MORTAL 6
Stun=-5	Stun=-6	Stun=-7	Stun=-8	Stun=-9

Cybernetics

Special Ability

Skills

Possessions

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Handle _____ **Role** _____

Special Ability _____

Stats

INT		MA	
REF		BODY	
TECH		EMP	
COOL		Run	
ATTR		Leap	
LUCK		Lift	
Save		BTM	

Hit Loc.	Roll	SP
Head	1	
Torso	2-4	
R. Arm	5	
L. Arm	6	
R. Leg	7-8	
L. Leg	9-0	

Rating	Dmg.	Effects
Light	○○○○	Stun=0
Medium	○○○○	Stun=-1
Critical	○○○○	Stun=-2
Mortal0	○○○○	Stun=-3
Mortal1	○○○○	Stun=-4
Mortal2	○○○○	Stun=-5
Mortal3	○○○○	Stun=-6
Mortal4	○○○○	Stun=-7
Mortal5	○○○○	Stun=-8
Mortal6	○○○○	Stun=-9

Cybernetics

Type	HL

Outfit

Skills

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Handle _____ **Role** _____

Special Ability _____

Stats

INT		MA	
REF		BODY	
TECH		EMP	
COOL		Run	
ATTR		Leap	
LUCK		Lift	
Save		BTM	

Hit Loc.	Roll	SP
Head	1	
Torso	2-4	
R. Arm	5	
L. Arm	6	
R. Leg	7-8	
L. Leg	9-0	

Rating	Dmg.	Effects
Light	○○○○	Stun=0
Medium	○○○○	Stun=-1
Critical	○○○○	Stun=-2
Mortal0	○○○○	Stun=-3
Mortal1	○○○○	Stun=-4
Mortal2	○○○○	Stun=-5
Mortal3	○○○○	Stun=-6
Mortal4	○○○○	Stun=-7
Mortal5	○○○○	Stun=-8
Mortal6	○○○○	Stun=-9

Cybernetics

Type	HL

Outfit

Skills

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Handle _____ **Role** _____

Special Ability _____

Stats

INT		MA	
REF		BODY	
TECH		EMP	
COOL		Run	
ATTR		Leap	
LUCK		Lift	
Save		BTM	

Hit Loc.	Roll	SP
Head	1	
Torso	2-4	
R. Arm	5	
L. Arm	6	
R. Leg	7-8	
L. Leg	9-0	

Rating	Dmg.	Effects
Light	○○○○	Stun=0
Medium	○○○○	Stun=-1
Critical	○○○○	Stun=-2
Mortal0	○○○○	Stun=-3
Mortal1	○○○○	Stun=-4
Mortal2	○○○○	Stun=-5
Mortal3	○○○○	Stun=-6
Mortal4	○○○○	Stun=-7
Mortal5	○○○○	Stun=-8
Mortal6	○○○○	Stun=-9

Cybernetics

Type	HL

Outfit

Skills

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Handle _____ **Role** _____

Special Ability _____

Stats

INT		MA	
REF		BODY	
TECH		EMP	
COOL		Run	
ATTR		Leap	
LUCK		Lift	
Save		BTM	

Hit Loc.	Roll	SP
Head	1	
Torso	2-4	
R. Arm	5	
L. Arm	6	
R. Leg	7-8	
L. Leg	9-0	

Rating	Dmg.	Effects
Light	○○○○	Stun=0
Medium	○○○○	Stun=-1
Critical	○○○○	Stun=-2
Mortal0	○○○○	Stun=-3
Mortal1	○○○○	Stun=-4
Mortal2	○○○○	Stun=-5
Mortal3	○○○○	Stun=-6
Mortal4	○○○○	Stun=-7
Mortal5	○○○○	Stun=-8
Mortal6	○○○○	Stun=-9

Cybernetics

Type	HL

Outfit

Skills

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POWERED ARMOR SPECIFICATIONS

SUIT NAME:		MANUFACTURER:	
TOTAL WEIGHT:		SIB/DFB:	
CHASSIS TYPE:		CHASSIS WEIGHT:	
PUNCH:	KICK:	CHASSIS CAP./CARRY:	
CRUSH:	RUN:	TOTAL COST:	
LEAP:	JUMP:	TROOPER SIZE:	
		TOUGHNESS MOD.:	

S	P	A	C	E	S
HEAD [1]	R. ARM [2]	L. ARM [3]	R. LEG [4-5]	L. LEG [6-7]	TORSO [8-0]
SP	SP	SP	SP	SP	SP
SDP	SDP	SDP	SDP	SDP	SDP
INTERNAL SDP	INTERNAL SDP	INTERNAL SDP	INTERNAL SDP	INTERNAL SDP	INTERNAL SDP
1]	1]	1]	1]	1]	1]
2]	2]	2]	2]	2]	2]
3]	3]	3]	3]	3]	3]
EXTERNAL SP/SDP	4]	4]	4]	4]	4]
1]	EXTERNAL SP/SDP	EXTERNAL SP/SDP	EXTERNAL SP/SDP	EXTERNAL SP/SDP	5]
2]	1]	1]	1]	1]	EXTERNAL SP/SDP
	2]	2]	2]	2]	1]
	3]	3]	3]	3]	2]
					3]
					4]

NOTES:

EQUIPMENT CARRIED

	ITEM	SP/SDP/WT		ITEM	SP/SDP/WT
1]			8]		
2]			9]		
3]			10]		
4]			11]		
5]			12]		
6]			13]		
7]			14]		

MAXIMUM METAL FOR CYBERPUNK®

Cyberpunk

CYBERDECK SHEET

Model_____ **# of CPU** ___

[ ] Cellular [ ] Portable [ ] Combat Deck [ ] Cyberlimb Deck
[ ] Standard

Total Cost_____ **DATA WALL STR** _____

CODE GATE STR_____ **DECK SPEED**_____

MEMORY_____

OPTIONS?

[ ] Trodes [ ] Keyboard [ ] Videoboard [ ] Printer
[ ] Chipreader [ ] VoxBox [ ] Scanner [ ] Extra chips_____

Your ICON _____

PROGRAMS

Type	MU	STR	Cost
1			
2			
3			
4			
5			
6			
7			
8			
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34			
35			

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Cyberpunk

CYBERDECK SHEET

Model_____ # of CPU ___

[ ] Cellular [ ] Portable [ ] Combat Deck [ ] Cyberlimb Deck
[ ] Standard

Total Cost_____ DATA WALL STR _____

CODE GATE STR_____ DECK SPEED_____

MEMORY_____

OPTIONS?

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[ ] Chipreader [ ] VoxBox [ ] Scanner [ ] Extra chips_____

Your ICON _____

PROGRAMS

Type	MU	STR	Cost
1			
2			
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NETRUNNER™ INTERFACE MAP

General Description of Your Interface 'Universe' :

PROGRAMS

FILE (HOLDS DATA)

CENTRAL PROCESSOR

DATA

DEFENSE LEVELS

DOOR/ELEVATOR CONTROL

MEMORY STORAGE

CAMERA/ MICROPHONE

WORK STATIONS

COMMUNI-CATIONS LINK

ALARM SYSTEM

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SYSTEM INFORMATION (BLANK PAGE 2)

Number	Information	MU
1		
2		
3		
4		
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15		
16		
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SYSTEM INFORMATION • BLANK PAGE

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2																				
3																				
4																				
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19																				
20																				

SUBGRID MAP

SYSTEM NAME_____ **Number of CPU** _____ **Total Cost**_____

INT ____+ 10 Interface **DATA WALL STR** _____ **AI?**_____

AI PERSONALITY ?	[ ] Friendly	[ ] Hostile	[ ] Stable	[ ] Intellectual	[ ] Machinelike	[ ] Remote
AI REACTION?	[ ] Neutral	[ ] Kill	[ ] Observe	[ ] Report	[ ] Talk	
AI ICON?	[ ] Human	[ ] Geometric	[ ] Mythological	[ ] Voice	[ ] Technic	[ ] Humanoid

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NIGHT CITY POLICE DEPARTMENT
FORM #321-APDV

Personnel Record

NAME (LAST, FIRST, MIDDLE)

SEX M F	AGE	RACE	WEIGHT	HT

ADDRESS

PHONE NUMBER

BADGE NUMBER

(PHOTO)

PRECINCT ID NUMBER

HISTORY (GAME NOTES)

JOINED: Year	RETIRES IN: Year

QUALIFICATIONS:

PSYCHOLOGICAL (CHARACTER TRAITS)

BLACK MARKS:

CAPTAIN	SERGEANT	TYPED BY	DATE AND TIME	ROUTED BY

FINGER PRINTS

RECEIVED BY

NIGHT CITY POLICE DEPARTMENT
REPORT FORM 15-12 A

1. CASE NUMBER
OFFICER ID NUMBER

2. CODE SECTION	3. CRIME	4. CLASSIFICATION	5. REPORT AREA
6. DATE AND TIME OCCURRED–DAY	7. DATE AND TIME REPORTED	8. LOCATION	
9. VICTIM'S NAME–LAST, FIRST, MIDDLE	10. RESIDENCE ADDRESS	11. RES. PHONE	
12. OCCUPATION	13. RACE–SEX	14. AGE	15. DOB	16. BUS. PHONE
CODES FOR BOXES 19 AND 28 V=VICTIM W=WITNESS P=PARENT RP=REPORTING PARTY DC=DISCOVERED CRIME			17. CHECK IF MORE NAMES ☐
18. NAME–LAST, FIRST, MIDDLE	19.	20. RESIDENCE ADDRESS	21. RES. PHONE
22. OCCUPATION	23. RACE–SEX	24. AGE	25. DOB	26. BUS. PHONE
27. NAME–LAST, FIRST, MIDDLE	28.	29. RESIDENCE ADDRESS	30. RES. PHONE
31. OCCUPATION	32. RACE–SEX	33. AGE	34. DOB	35. BUS. PHONE

MODUS OPERANDI

36. DESCRIBE CHARACTERISTICS OF PREMISES AND AREA WHERE OCCURED

37. DECSRIBE BRIEFLY HOW OFFENSE WAS COMMITTED

38. DESCRIBE WEAPON, INSTRUMENT, TRICK OR FORCE USED

39. MOTIVE–TYPE OF PROPERTY TAKEN OR OTHER REASON FOR OFFENSE

41. ESTIMATED LOSS VALUE

42. WHAT DID SUSPECT SAY

43. TRADEMARK OR OTHER DISTINCTIVE ACTION

44. VEHICLE USED

INVESTIGATING OFFICER	RECORDING OFFICER	TYPED BY	DATE AND TIME	ROUTED BY
	FURTHER ACTION ☐ YES ☐ NO		RECEIVED BY	

NIGHT CITY POLICE DEPARTMENT
FORM C-652 (CORONER'S DIV.)

AUTOPSY

CASE NO.

VICTIM'S NAME (LAST, FIRST, MIDDLE)

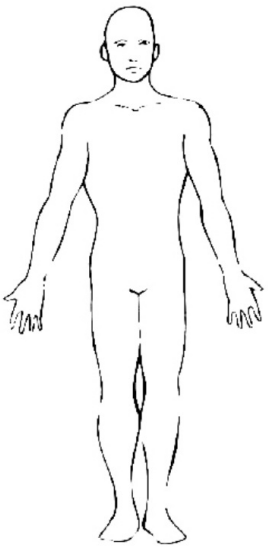
SEX M F	AGE	RACE	WEIGHT	HT

DESCRIPTION OF CORPSE

EXTERNAL INJURIES

INTERNAL INJURIES

MEDICAL DIAGNOSIS



NOTES

INVESTIGATING OFFICER	RECORDING OFFICER	TYPED BY	DATE AND TIME	ROUTED BY

CORONER

FURTHER ACTION ☐ YES ☐ NO

RECEIVED BY